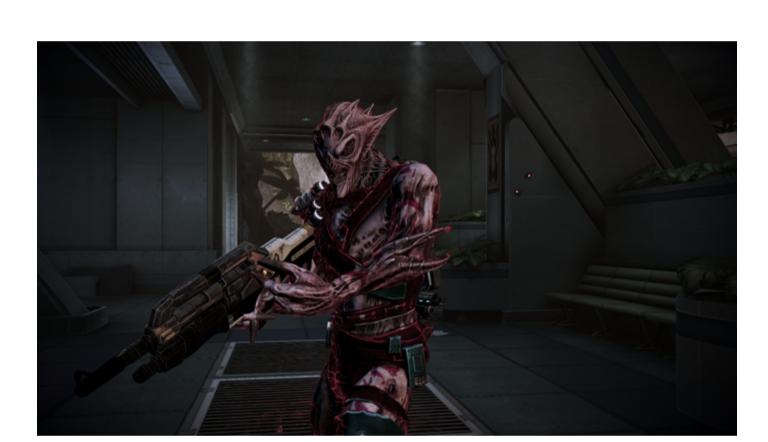


Vorcha Soldier & Sentinel



Viewed as vermin and treated as an infestation to be burned out of any colony or planet they happen to establish a presence upon, the Vorcha have managed to survive galactic prejudice through their highly adaptable genetics which allow them to quickly conform to the needs of their local environments. Vicious, but not particularly intelligent, Vorcha often find work as hired guns in merc gangs where they make use of their natural disposition toward violent confrontation.

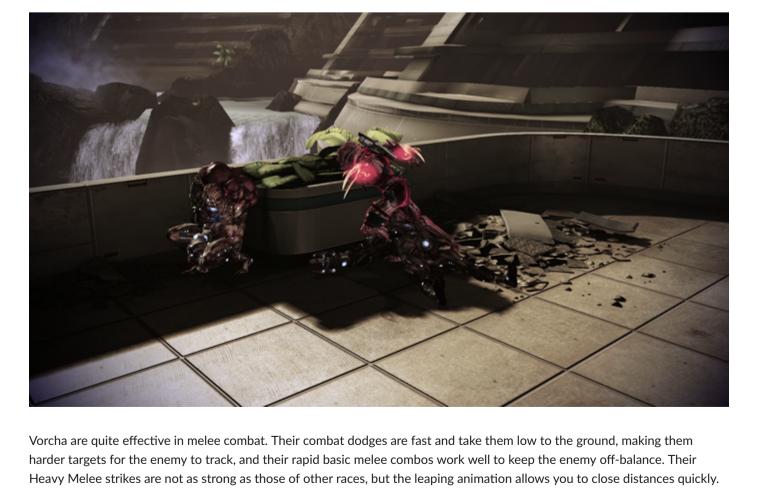


Vorcha are available to play as Soldiers and Sentinels, and they bring a different experience to these classes thanks to their shared Bloodlust and Flamer powers.

Bloodlust is a powerful ability that improves melee damage and movement speed while also allowing health regeneration. This allows a Vorcha to survive extended battles as long as they have Bloodlust active and they can find some cover. Better still, the ability grows in strength after a kill for up to three kills. The disadvantage to Bloodlust is that it slows your power cooldowns by 60 percent, but you can offset this somewhat if you're carrying a light loadout.



slow walk until the Flamer subsides. Poorly timed use of this power can get you killed.



Vorcha Soldier:

- Bloodlust Flamer

Carnage

Vorcha Sentinel:

• Bloodlust

- Flamer

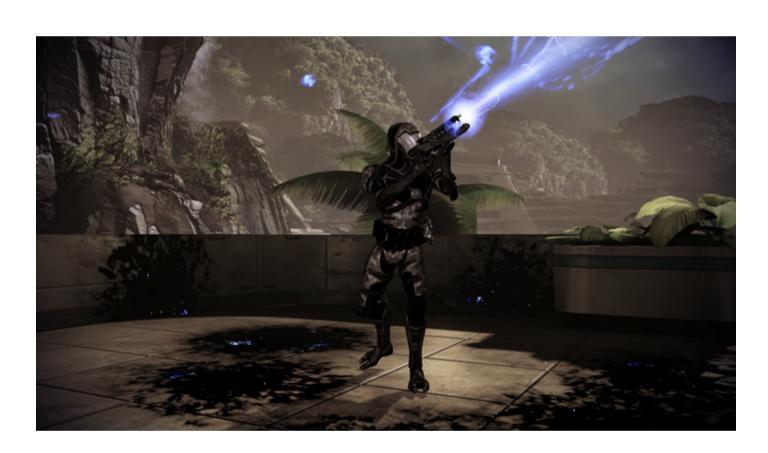
· Cluster Grenade

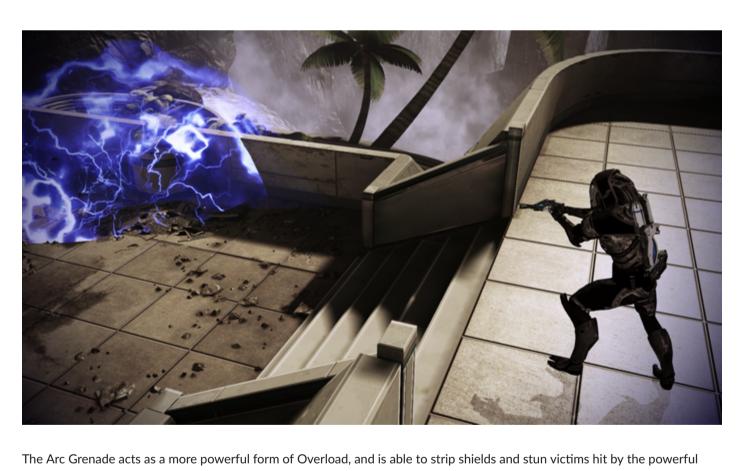
All Vorcha have the Vorcha Resilience and Fitness passive abilities.



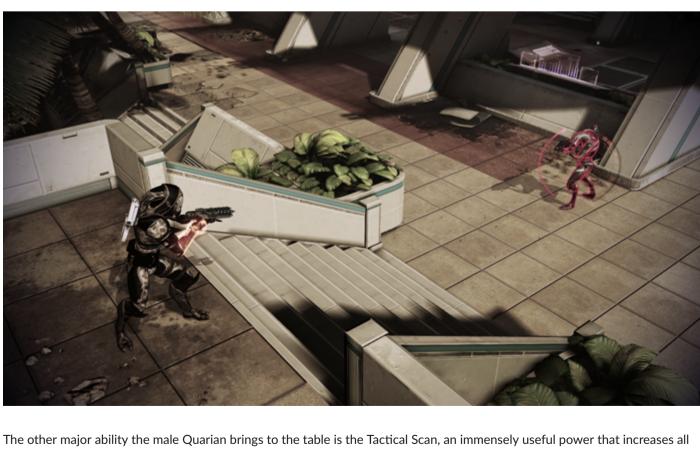


The male Quarian shares classes with his female counterpart, but he comes equipped with a different set of powers, including a new grenade type and a powerful support ability that allows the entire team to do more damage to a given target. Because of these new abilities, the male Quarian classes are a bit more offense oriented than the female Quarian classes.





electric shockwave it generates. Unfortunately, the limited ammo available for this power will require you to be more judicious in your use of the ability, but the Arc Grenade can be a game-changer when dealing with a large group of enemies.



The other major ability the male Quarian brings to the table is the Tactical Scan, an immensely useful power that increases all damage to the affected target while also de-buffing their movement speed. In addition to this, your squadmates get a holographic display showing their range to the enemy, the target is identified on their heads-up display, and they can even see what the target is doing. If you need to bring down a heavily shielded or armored target, this ability can come in very handy.

Male Quarian Engineer:

- Incinerate
- Tactical Scan

Arc Grenade

- Male Quarian Infiltrator:
 - Tactical Cloak
 - Tactical Scan

Arc Grenade

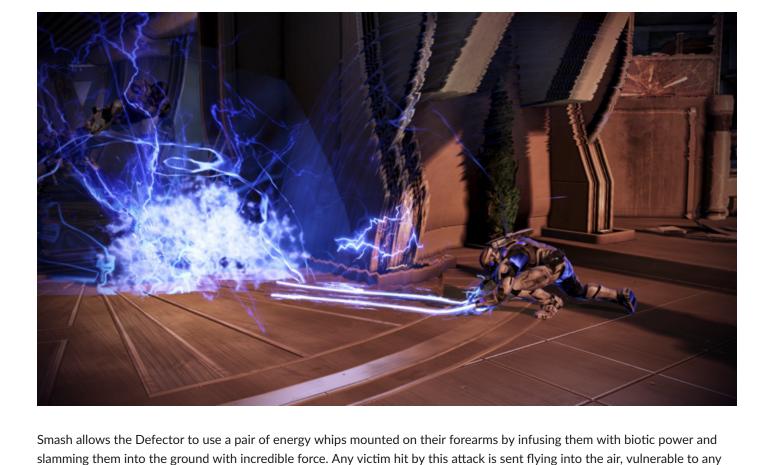
Note

All male Quarians have the Quarian Defender and Fitness passive abilities.

Cerberus Vangaurd & Adept

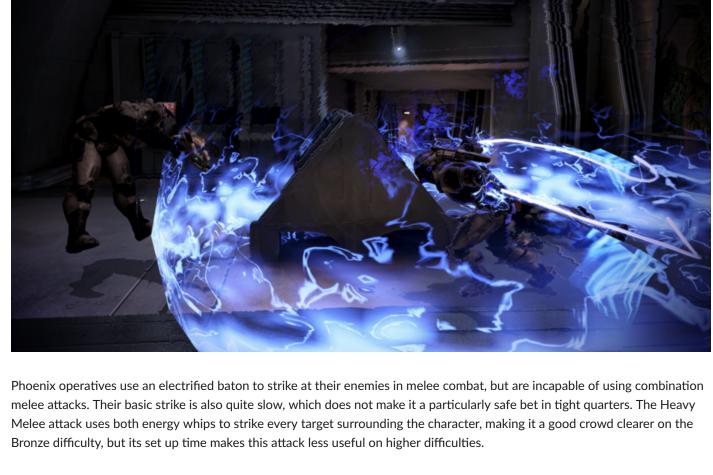


Continuing a storied history of secret Cerberus projects eventually turning on their masters in unexpected and often violent ways, Project Phoenix was an attempt to enhance human biotic talents. When the Illusive Man began to turn toward using the indoctrination technology derived from the Reapers, he faced resistance. The entirety of the Project Phoenix team abandoned Cerberus, taking with them all of their enhanced soldiers and the technology with which they had made them. The Cerberus Defectors are available in the Adept and Vanguard classes, equipped with the class-defining Singularity and Biotic Charge powers, respectively. Their Smash and Lash powers, however, are what give the Defectors their unique style.



other small arms fire or special powers that get sent flying their way. There's a significant wind-up to this attack, but it can be used to fling entire groups of enemies into the air.





Project Phoenix Cerberus Defector Adept:

Smash

Singularity

Lash

Project Phoenix Cerberus Defector Vanguard:

- Biotic Charge
- Lash

Smash



New Weapons

There are four new weapons available for players to unlock through the in-game store.

Cerberus Harrier Assault Rifle



These Cerberus-modified Mattock rifles are fully automatic. Cerberus gunsmiths reined in the recoil issues, resulting in a gun that stays on target, but delivers slightly less punch per round than a standard Mattock. As such, the weapon is typically utilized by Cerberus' elite troopers who train constantly to make every burst count.





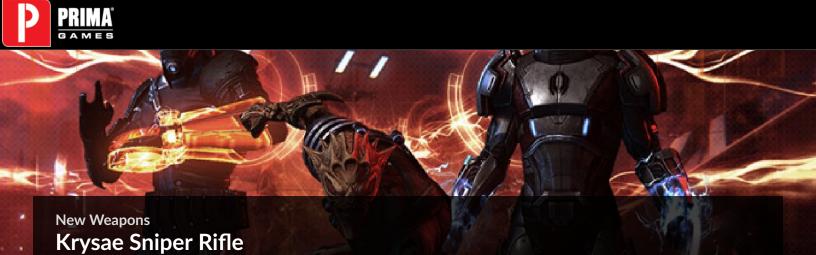




This electrical weapon improves upon the Arc Pistol's design by generating a sustained current on its target. It is named for the Quarian Reegar family, whose marines have served valiantly against the Geth.









This Turian anti-material rifle is modified for use against Reaper enemies. The Krysae's scope uses a rangefinder that adjusts to keep the target in proper proportion to the shooter, which is useful when a sniper is forced into close range. Its specialized ammunition is both armor piercing and explosive. In a desperate move, the Turians released its specifications over the extranet so that nearly anyone with a fabricator could manufacture this weapon to help the war effort.









Originally, players could select from three different types of consumable items with which to equip their soldiers in battle. These items would last for a single mission and could only be replenished by spending hard-earned money at the in game store. The Rebellion expansion pack adds a fourth equipment slot, as well as 18 new items specially made to fill that equipment slot. The big difference here is that all of these items do not get 'used up'. These new items continue to provide their damage bonuses or defense enhancements for as long as they are equipped. These new pieces of gear can be upgraded up to five times each, eventually conferring significant bonuses that stack with your other pieces of gear.

- Warfighter Package
- Vulnerability VI
- Structural Ergonomics
- Stronghold Package
- · Sniper Rifle Amp
- SMG Amp
- Shotgun Amp
- Shield Booster
- · Pistol Amp
- Operative Package
- Multicapacitor
- Mental Focuser
- Hydraulic Joints
- Grenade Capacity
- Expert Package
- Commando Package
- · Berserker Package
- · Assault Rifle Amp

Click here for interactive maps **Upper Balcony**

New Battlefields Firebase Jade

annaban akan dan pingken

The remnants of a Salarian STG facility, Firebase Jade consists of two labs connected by a series of side passages and balconies. There are plenty of flanking routes to take to any position throughout the facility, which puts players at a pretty extreme disadvantage during later waves of enemies, particularly against the aggressive Reaper and Cerberus forces. Fortunately, this also means that there are plenty of ways for a squad to return the favor while staying on the move.

The upper lab is set up like a loop with a passage through the central dividing wall, which makes it possible to hole up here during certain objective modes. There's plenty of waist-high cover to take advantage of, and if things get bad it is possible to

push through back to the Upper Balcony or into the Pillar Room.

Pillar Room

Players start in this area next to the Upper Lab, which has direct access to the Bridge area and provides overwatch positions for nearly every lower area of the map. If you're down in the Courtyard or Lower Balcony areas, expect the enemy to take

advantage of this.

Upper Lab

One of the smaller sections on the map, the Pillar Room has two stairways leading into the Upper Lab, and another that leads to the Courtyard. This cramped location can lead to disaster for your squad when heavier opponents are on the scene. Bridge

Another small location, the Waterfall Overlook feeds directly into the Lower Lab and Balcony, as well as a passage underneath

the Bridge leading into the Courtyard.

Courtyard

The smallest part of the map is directly to the right of where you begin on the Upper Balcony. Despite its size, the Bridge is a location that can help players control threats in the Courtyard, Lower Lab, and Waterfall Overlook. Of course, it's not the safest location if the enemy is closing in with a large number of troops. Beware of pincer attacks from the Waterfall Overlook and the

Upper Balcony.

Waterfall Overlook

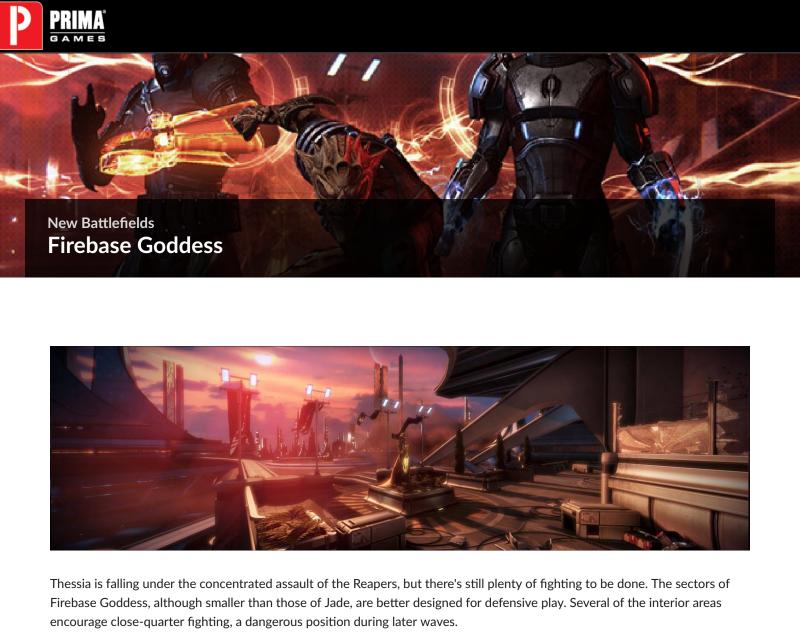
The largest sector in Jade is also the area with some of the greatest disadvantages. Surrounded by almost every other sector and suffering from a height disadvantage which varies depending on the sector, the Courtyard connects directly to the lower level labs and the Pillar Room. There are a lot of wide-open spaces that provide little in the way of cover, an ideal situation for snipers to exploit. **Lower Balcony**

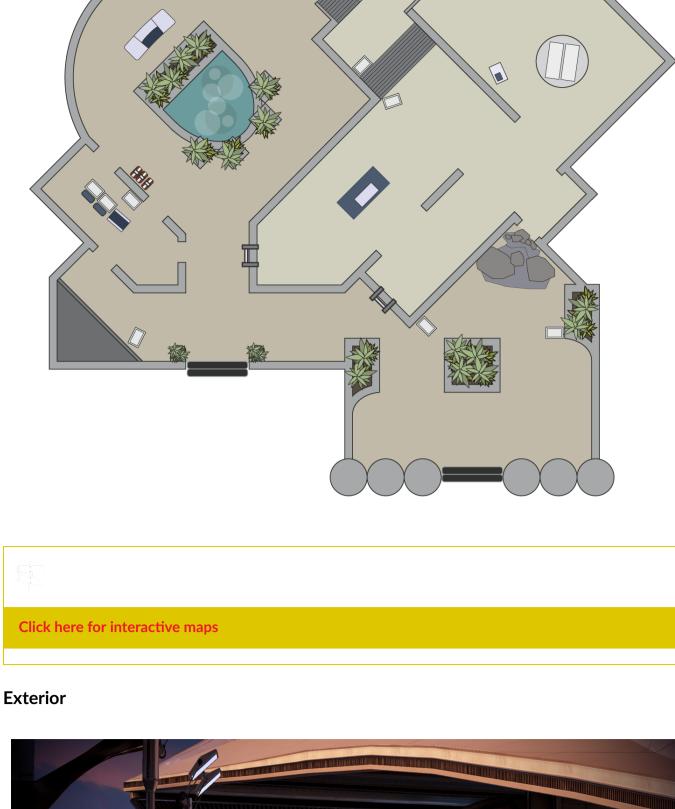
Lower Lab

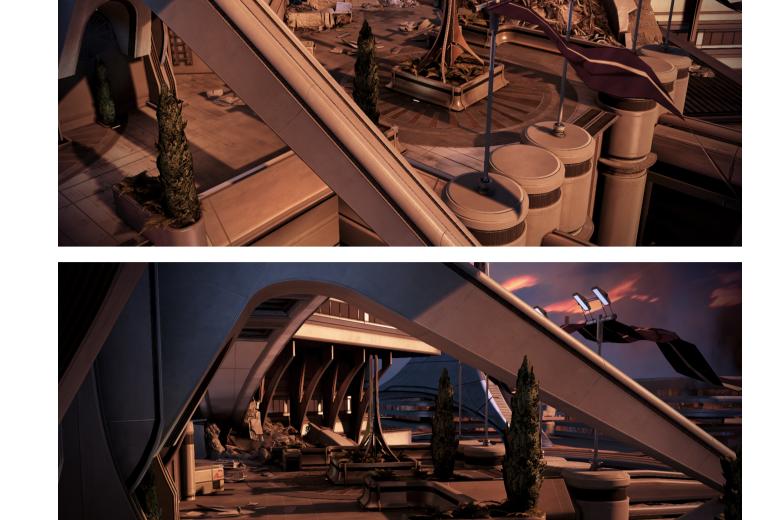
This small section is right next to the Lower Lab. It has a direct overwatch down into the Courtyard.

The wall that divides this area from the Lower Balcony has a break in it which allows players and enemies to pass between both sectors. This can be good for quick flanking maneuvers. **Burning Lab**

The Burning Lab mostly isn't, thanks to a fire suppression system that is sprinkling the area. There is some cover that can be used here, but this is literally a corner to pin enemies down in. The Upper Balcony in particular has a series of excellent positions to snipe into this area from.





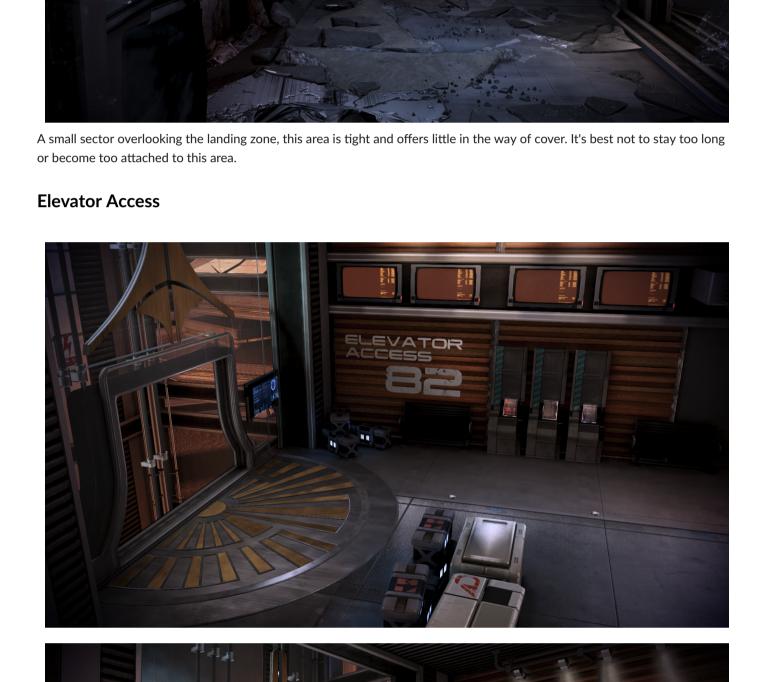


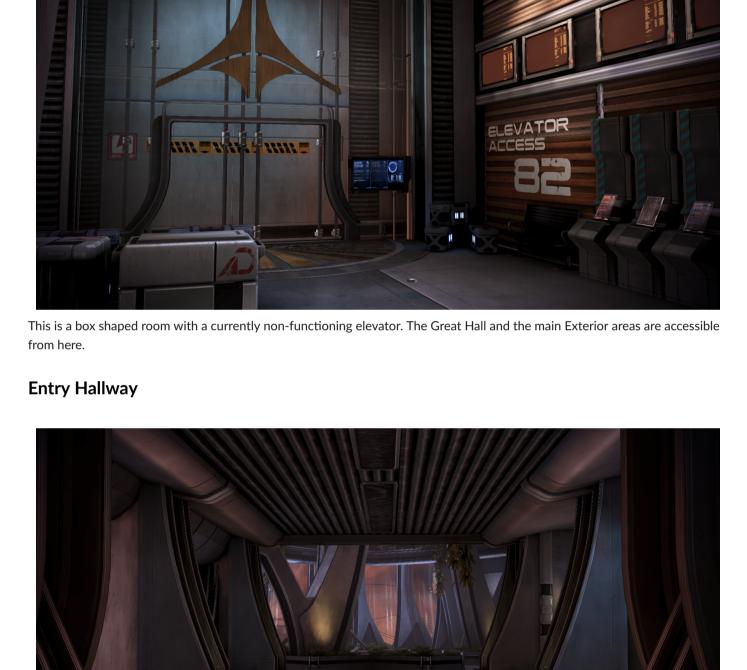


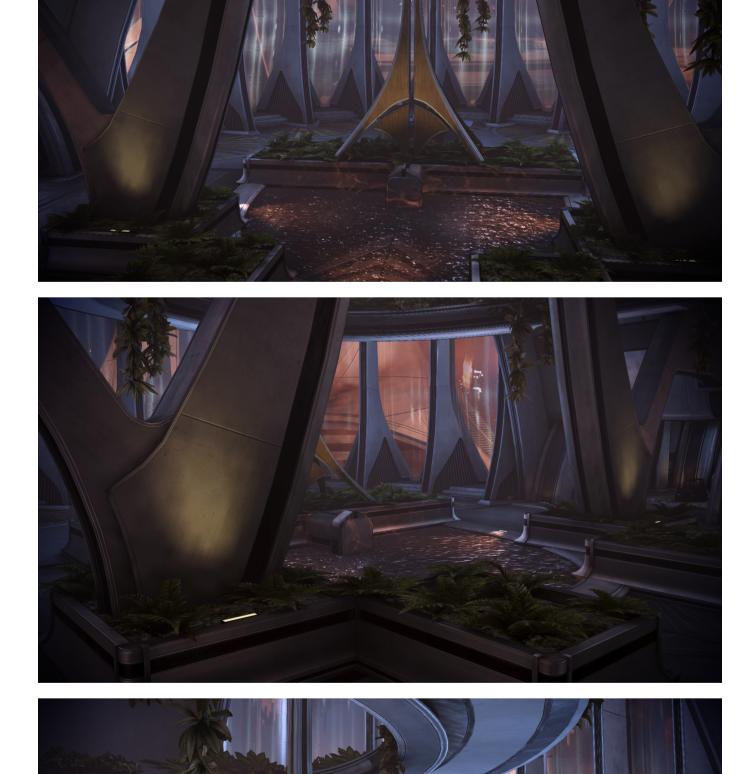
The Exterior is one of the larger areas of the map, and is the starting location of the player squad. The Balcony overlooks the

landing zone, so be aware of this when holding down the fort for extraction.

Balcony







Leading directly to the Great Hall, this sector is flanked by the Lab and the Main Corridor, and it even connects to the Exterior.

In short: not a safe place to try and hold out in during a big firefight.

Great Hall

Autho

Authorized

The Great Hall is the largest interior section of the map, and it can be accessed from nearly every other sector. Fortunately, this area is actually quite defensible, with lots of cover to protect you from potential snipers, and long lines of sight that allow you

to engage enemies from afar.

Lab

location is another 'corner' that can seal the fate of careless players who find themselves stuck here during heavier waves of enemies. Unless you have pressing business here, like an objective location, it's best to keep moving. **Main Corridor**

The Main Corridor is located next to the Lab and has direct access to the Balcony and the Great Hall. It's best to consider this

and the Lab as one combined section, and to transition between them as the situation dictates.

The Lab is another small area located near the Balcony and Exterior, and has a passage that leads into the Great Hall. This tight